



# AAB PROCEEDINGS

15 December, 1995

Issue 29

The newsletter of the History of the Imperium Working Group (HIWG), a Traveller club using the official Traveller universe. Produced and distributed by Clayton R. Bush.

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## Company Watch

Dave Nielson left GDW for a job in the Fort Knox area. He will work on finishing **Armor 21** and other current projects, but future projects are unlikely. Loren Wiseman has been part-time for about a year. Frank Chadwick is GDW's only full-time employee right now.

While this sparked another flurry of "GDW is failing" reports, GDW continues a "no comment" policy. (They tired of responding to these rumors about six months after settling with TSR over **Dangerous Journeys**.) While worrying, consider that at this level the company could operate for years on minimal income.

## CHALLENGE

GDW has put **CHALLENGE** magazine on hiatus after #79. This means that it may resume later, but when is not said. One critic remarked that putting it on hiatus rather than dropping it was probably done to avoid refunding subscriptions. GDW maintains its "no comment" policy.

Company gaming magazines have a history of losing some money. (Rules make money; adventures aim to break even, but mainly help sell rules.) This move may fit in with fiscal retrenching, but fewer hands to get product out is likelier.

## GDW Production

Some correspondents have noted a decline in Traveller products in 1995 versus 1994. I went back and checked, and it looks like GDW's total production was level. This year much work went into the **Command Decision** line. Most readers of this fanzine don't follow **CD**, so they didn't know of that production.

Major projects in **Command Post Quarterly** have been a Spanish Civil War campaign, a NATO/Warsaw Pact campaign, and a revised, updated OB for everyone involved in Desert Storm.

## DGP is operating

Roger Sanger bought DGP, with its products and inventory, from Joe Fugate. (Joe contributes to miniature railroad magazines nowadays.) DGP is no longer producing Traveller material.

The major project is getting the **A.I.** game system published. It is set several centuries from now, where loose nannites have destructured civilization. Those who can manipulate their command systems have magic-like powers, but everything is still grounded in technology.

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## Who's Doing What

### Knighthoods

by Geo Gelinas

I am working on a project. I need to know the names of any and all of the various orders of Knighthood that were present in the Third Imperium, particularly those which are still observed by the Regency.

### Empty Quarter

by Alvin Plummer

The entire sector is in the Black Sphere.

From what I have seen, using the UWP files at [engrg.uwo.ca](http://engrg.uwo.ca) for Empty Quarter, it's always been a very poor sector, with very few worlds above TL B before the collapse.

I'll also need to know about the Hegemony of Lorean, and the Julian Protectorate. I'm going to look at the old xboat archives for information: I don't have the famous Challenge article on it (care to photocopy it? I'll pay postage.)

If there's no info on Lorean, I plan to make it a feudal technocracy, where it's worlds are ruled by a subsector's worth of high-tech worlds (max tech = D, but a military

tech of E). Technological superiority was the basis of their rule (which is why there were so few high-tech worlds in the region).

I also plan to attribute the overall low tech on the long Vilani presence. As I have no information on the Black Sphere, I will make its area in the Empty Quarter the most blasted, nightmarish chunk of space imaginable. No world above TL 2, only about 10 million people in the entire region, etc.

The area was also a place of intra-Virus warfare, again with devastating consequences for the inhabitant's.

Some of the data in the Empty Quarter UWP list is wrong. I'm going to change some of the info, add world and sector names to everything, and collapse the entire area in a month or so.

### Solomani Rim

—Harold Hale

As for other news, I am now working with Chris Griffen, a writer and illustrator who has been previously published in *Challenge*, on putting together a Solomani Rim sourcebook. It should be completed

by the end of the year. Tentative title is: *The Solomani Rim Sourcebook: Children of Earth*. Our plan is to approach GDW with it sometime in the near future.

As part of this effort, I've done quite a bit of background research for previously published bits about the Solomani Rim. Though I have most of what's been published, I'd like some additional input in case I've forgotten anything significant. If anyone is interested in contributing some tidbits, please send them to [hdhale@tasc.com](mailto:hdhale@tasc.com) or [hdhale@aol.com](mailto:hdhale@aol.com) or send them via the postal service to my home address in Kettering, Ohio (listed in your membership directory).

### Core Sector

—Clay Bush

I am developing Cadion sector as an expansion area for Hub Worlds. To this area I am relocating a variety of one-shot adventures I've run at conventions.

This has also required some work on HubWorlds. I've confined myself to developing just Towering and Color in Ershur subsector.

Besides the material in the TNE rulebook, I've only found a few references to the HubWorlds in print. Is anything out there?

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## COMPUTER SAMPLER

by Clay Bush

I have made an IBM "HIWG disk" to send to new members. Any existing members can get a copy just by sending me a request. I sent copies to Roger Myhre (for his Web site) and Bryan Borich (IBM PC coordinator). Contents:

What is HIWG? document

HIWG Membership List (ASCII)

HIWG Document List (ASCII)

SEC sector files: original files by DGP and GDW.

NSC sector files: Updated sector files. All published world names, HIWGer-generated names, and the stellar changes proposed by Geo Gelinas.

Collected subsector names: Three files (ASCII) — by Clay Bush, Leroy Guatney, and Steve Bonneville

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## Gushemege Home Page

—David Burden

[david@innocom.demon.co.uk](mailto:david@innocom.demon.co.uk)

I plan to set up a Gushemege web site (I am/was the Gush analyst) early in the new year when the cheque for a recent Internet article comes in. The site will hold all 27 Gushemege HDs, plus new ones I'm working on for TNE. It won't be "sexy", no navigable maps or fancy graphics, but it will hopefully be solid information (over 0.5 GB) for those looking at expanding from the Regency across the claw, or those still enjoying 1116! I'll let you know when the site goes up.

## Common Objective

by Clay Bush

We started and joined HIWG to develop a common universe we would all share. We can still do it.

I propose that we set our sights on fleshing out the 1116 Imperium.

- o The 1120 sector files were 1116 data with 1120 allegiances.

- o Whether members want to play in TNE, Rebellion, or their own no-Rebellion-happened-here universe, anyone can use the 1116 project as a baseline.

### What would need to be done?

What I would have to do, as Quadrant II Editor, is finish naming worlds in Antares sector and some library data.

Quadrant III and IV have the least development, and need the most work.

Quadrant I is done, as far as 1116 is concerned.

This is an achievable project, if we ignore sector boundaries in those cases where there is no sector analyst. The primary reason we haven't finished it already is that we waited till a sector analyst was appointed to name worlds. If no one took the sector, or an analyst dropped out, the sector stayed fallow.

**Harold Hale:** Sounds like a plan. I agree that this is something that we can and should be doing. I'll volunteer to start working rimward from Terra unless there are objections. BTW, anyone want to volunteer to take on the daunting task coming up with sector stats for the Aslan Heirate?

**Glenn:** My Cr0.25: I like the idea of focussing on 1116, but we don't have to, and I would even say shouldn't, limit ourselves to the Third Imperium. Let's be free to cover known space.

**Leroy Guatney:** I like this idea. I may not care about TNE any more, but I do not mind the notion of doing something that continues the CT tradition, even if someone may want to do a silly thing like collapse it for a new era.

I have slowly been continuing my work on generating sectors for the Hiver Federation, sectors which have not been published before except in name. At present I have working pre-production copies of Phlask, Wrenton, Centrax, Langere, Drakken, Lorspane, and Darret. Extolian is next. Spica is finished for both pre-rebellion and new era.

## DGP

by Bryan Borich

DGP is not currently involved with Traveller. They would like to redo some of the old stuff, but that's not possible currently. DGP is doing some new RPG's, among which is **AI** (underof James Holden), **Infinite Earths** (Alternate Earth settings), **Interstellar** (a 2300 type game), and **MetaSpace** (vaguely Traveller type). All will use a core set of house rules. All will eventually be available in a hypermedia format on computer.

## Traveller Chronicle

**CRB:** I have been told that the email and w.w.w. addresses for Traveller Chronicle in AABP 29 were incorrect. Could someone post the correct ones?

**WWW:** <http://eeyore.lv-hrc.nevada.edu/~indy/traveller.html>

**Email:** SwrdKnight@aol.com

## AAB Proceedings

AAB Proceedings is distributed to all active HIWG members. All others may acquire copies at \$2.00 per issue (or \$12 at a time).

To submit material, please send it to: Clayton R. Bush, PO Box 895, Limon, CO 80828. All materials are copyrighted by AUTHOR, and printed for discussion by permission. (N.B. Copyright law protects words, not ideas.)

## Acknowledgements

*Traveller*, *MegaTraveller* and *Traveller: The New Era* are trademarks owned by Game Designers Workshop. References to products of GDW or its licensees are not intended to infringe on their rights.

## HIWG Connection

**HIWG** ("History of the Imperium Working Group") is a fan organization for the Traveller role-playing game. For membership information, write to:

**Membership Secretary:** Clay Bush, P.O. Box 895, Limon, CO 80828.

**HIWG-Australia:** David Schneider, 5 East Avenue, Allenby Gardens, SA 5009, Australia.

**HIWG-UK:** C.N. Walker, Bankside, Reddish Road, Marsden, Huddersfield HD7-6NF.

**HIWG-NZ:** Martin Rait, P.O. Box 27-025, Wellington, NZ.

## Computers

**IBM PC:** Brian Borich, 3890 50th Street, San Diego, CA 92105-3005.

**MacIntosh:** Rob Prior, 67 Greenbelt Road, Richmond Hill, Ontario, Canada L4C 5S1.

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## Regency Sourcebook Review

by Harold Hale  
Overall rating: A -

### Up front

**This is the format a sourcebook is suppose to be in.**

Apparently Nilsen et. al. have learned their lesson from the *Hiver & Ithklur Sourcebook*. Every single page of this 96 page mini-epic is chocked full of information and adventure ideas. No babbling about aliens just being humans in rubber suits, no Santa Claus caps or jingle bells. There is the 'Toon' reference to Aslans, but that was done in such a way it can easily be explained so that it makes sense.

### Taking Dave to the woodshed

The stellar data is not up to the standards I thought it should be. Geo's primary star corrections were included, but with the companion stars we face another lesson in how stubborn Dave can be.

I present the Spinward Marches' stellar data. Astronomically, if we picked star systems in the Universe at random, most would consist of two main sequence type 'M' stars. In the stellar data for the Spinward Marches, only two such pairs exist. There are main sequence 'M' with DM pairings, but that's not the same thing.

As far as I'm concerned, all DMs are now Mx Vs (thus a M5 D becomes a M5 V), and this will be noted in Regency adventures I run and Regency material I submit for publication. I highly recommend everyone else do the same.

The stellar data for the other sectors appears to be somewhat more realistic. Perhaps they were generated using the new stellar generation system(?) or maybe Dave had a twinge of guilt. I doubt it.

Where's my magnifying glass?

The *Regency Sourcebook* must have been preordained as being \*exactly\* 96 pages long. Exactly 96, no more, no less. Why? We may never be told, but I suspect that it has to do with cost (keeping it below 100 pages total cost so much, over 100 cost more).

Anyway, we face the incredible shrinking print as the pages progress. Pages 1 - 18 are normal sized print, pages 19 - 33 small print, pages 34-39 \*really\* small print, pages 40 - 41 small print again, and the rest of the book alternates between normal, small, and *really* small depending upon how much there was to say about a particular topic. This is distracting, like the humorous signs that say 'PLAN AHEAD', where the last three letters of 'AHEAD' are curved down and to the right so that they will fit on the sign.

Why did I give it an A-?

Because so far I have found

nothing else that I find objectionable. There is a lot to *like* about this sourcebook, and those things that I dislike are minor in the grand scheme of things; or (like the stellar data) are easily worked around. All of the Spinward Marches' rich history is on display, with updates showing how things progressed.

### Other notes and plot spoilers

It's going to be *real* interesting to see how they develop the Avery storyline, which apparently is far from dead. And what of the strange EM emissions throwing the Zhodani Consulate into chaos? It appears the galaxy may have nastier things happening than even Virus.

### Bottom line

Buy it.

It's a bit like going out with an old girlfriend, and remembering why you loved her in the first place.

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## REGENCY SOURCEBOOK ERRATA

--Harold Hale

(yes, this is Official GDW stuff):

page 35 - Government code 'X' (Droyne Hierarchy) was inadvertently left off the list.

page 45 - The subsector data listing for Wisconsin (Mithril) shows the Stellar Data as 'F4D'. This should instead read 'F4V'.

page 49 - Mille Falcs has a starport of 'A' in 1202. The subsector data is correct, but the map (which shows a starport of 'B') is not.

page 51 - Trin in 1202 has a naval base per the subsector data and the subsector description. The map erroneously lists it as having a scout base instead.

page 64 - References made to

the 193rd Fleet should refer to the 303rd.

page 64 (again) - Lucifer has a starport of 'B' in 1202. Another case where the map is wrong.

page 86 - On the Damage Tables, areas 8-9, under Internal Explosion, the text should read '1 - 6 : TS, 7 - 20 : Hold' not '17-20 Hold'.

page 90 - Under the description of the Cuspid-type Gunboat, the range listed in hexes for the 300,000 km radio should be '10'.

page 92 - The last area was left off the Damage Tables. The last line should be for Area 20, with nothing for surface hits and 'Eng' for the Internal Explosion portion of the table.

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## HIWG Home Page

by Roger Myhre

The sixth KU was put up on the web as a hypertext issue. But my time is limited, and working HTML coding into documents and writing articles takes quite a lot of time. And some of that time must be spent online to verify the links and do last minute changes to the documents. And this costs moneye.

However rather than working this way with Traveller related stuff, I decided to make a HIWG homepage on the web, with a ftp archive for HIWG documents, plus some other bits of Traveller-related stuff as they float my way.

The aim of the HIWG homepage is to get us into circuit again. We need to advertise. And this is the free way to do it, except for what I pay my net pusher, and what it cost to put a stamp on an envelope and send a classified add to Challenge.

Each week I have about 150 visitors to my KU page. And I think, if I can get new HIWG documents to the archive, and the web page the visitor number will increase. The KU page was put up about three months ago, and there have been no changes to it to this date. But with some sort of HIWG doc flow the content will be varied, thus attracting more frequent visits.

The aim of the HIWG page is thus to inform who we are, where we can be reached (by e-mail), how to become a member, and so on.

HIWG docs will be readable on the web for a short period of time, but will remain available through ftp after I have removed them from the web pages.

I'll need input for this thing to work. This page are intended to be a presentation of us, and not me.

myhre@oslonett.no

<http://www.oslonett.no/home/myhre/>

### FILE ARCHIVE

The HIWG ftp archive has been updated. To get to the archive use the following ftp address:

<ftp.oslonett.no/public/user/myhre/Traveller/>

There is a filelist in the Traveller folder. If you got any problems with getting any of the docs, please let me know and I'll fix it to the best of my ability.

There is also a upload directory. Please would anyone try this out. mail me if you upload something. Put the filename in the subject header, and include a short description of the file.

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### STARSHIPS

—Roger Myhre

I have started to design starship with weight/thrust ratio rather than size/thrust. In my work with this I try to save much as possible on the weight of the ship as there can be considerably savings on this for more gee hours, smaller crew, cheaper craft and so on.

And now I ask: Is it okay to leave a gap in the hull for the drive plunge? As the rules stand, there is no hole at all. Cutting a hole will save several tons on the design. The drawback is that a hit in this hull location will go straight to the drive without passing through armor.

If the drive is on there may be some protection.

I would like your thoughts and comments on this.

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### BITS

BITS is a non-profit organisation started recently with the aim of bringing together Traveller players (CT, MT or TNE) across the British Isles. We are building up a list of players, gaming stores and events with the aim of:

- \* helping bring players together
- \* organising attendance at gaming events
- \* encouraging submissions to magazines
- \* helping find/swap out-of-print material
- \* collecting software role-play aids
- \* running PBM and PBEM games.

BITS has no fees, hence it cannot finance mass postings; the primary distribution method for newsletters is via the Internet. However, we are very interested in contacting anyone with an interest in Traveller and will reply to anyone contacting us by normal post.

If you are interested in joining (even if only to let other gamers know who and where you are), please contact Andrew Lilly by e-mail ([A.S.Lilly@bnr.co.uk](mailto:A.S.Lilly@bnr.co.uk)) or by post (25, Coney Gree, Sawbridge-worth, Hertfordshire, CM21 ODA). Please include your e-mail address, your postal address, your Traveller interests (era, etc.), membership of any clubs (local, HIWG, etc.), details of any local gaming shops which stock Traveller material and a note on which of the BITS activities you are interested in.

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## TableMaster: A Review

This a little-known program that I picked up at GenCon. The writer's aim was to automate the tasks of rolling on many tables that bedevils gamers (but not anyone in the real world). The command structure is simple, but there are commands to handle complicated things.

The basic structure of a file looks like the following two tables:

```
.table ReactionThrow
.roll <2d6>
2 .print Enemy
3-5 .print Hostile
6-8 .print Uncommitted
9-11 .print Friendly
12 .rollon SpecialFriend
```

```
.table SpecialFriend
.roll <1d3>
1 .print Love-struck
2 .print Possible friend for life
3 .print Disciple
```

### Advantages

First, you can automate a table and never again flip through books, supplements, and magazines to find it. You just double-click on the name in your list of tables, and referee the results.

Second, you can consolidate related tables into one table name. For example, I developed a table file to randomly develop an NPC psionist's strength, talents, and so on. I merely copied into an encounter table, and added an .IF statement to see if a random encounter was a psionist. Then I copied Reaction table (from the old black-book Traveller) and all my encounters appeared with psionic skills checked and reactions rolled. I could easily add description sub-tables if I liked.

Consolidating tables is obviously useful when tables are in different chapters or books or in magazines.

Third, customizing tables is easy.

So you can take a description table from, say, **Cyberpunk 2020** and add it to your Traveller encounter table. Or you can substitute variants from a magazine for standard table entries that you don't like.

Fourth, tables are handily available in your file list. You'll not be stumped when player's want NPC's and locale's names on the spot.

Fifth, you can send output to a file or a printer instead of to the screen.

### Disadvantages

First, rolling on tables doesn't necessarily make for good role-playing. It's great for prodding your thoughts and naming places,

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### The savings in looking up tables exceeds the cost of the program.

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but do you need an encounter table roll when players are looking for a gas station? The writer hasn't solved the famous problem of how to package common sense.

Second, when tables affect rolls on other tables you have to track and pass on values. The introduction of variables makes this a minor programming language. (The Table and sub-table form greatly eases things, *unless you pass many values between tables.*)

I did the classic Traveller psionist table, reaction table, and patron list in an hour. Converting the animal encounter generation rules to a *TableMaster* file required five evenings of typing and debugging. (Still, now that it's done, generating 20 terrain-specific encounter tables for each world would be a snap.)

### RESTRICTIONS

*TableMaster* runs under **Microsoft Windows**. So not all of my readers can use it.

Possession of the program doesn't authorize copyright infringements. You can do your own tables under the doctrine of fair use, but don't **sell** your products. (For example, the contents of *Heroes for Tomorrow* are organized entirely by structured tables. But it be a huge table file!)

### A One-Trick Pony

While it integrates, the product is not a comprehensive control center. Tables are listed alphabetically in the main screen; you can't organize them any other way. And anything that isn't table based requires running another program.

My point is that *TableMaster* does one task very well, but only one task. A computerized referee control center still requires working with several products.

### Evaluation

The savings in looking up tables exceeds the cost of the program. The programming is much easier than even BASIC.

Integrating tables together makes its use very profitable, but may take some time. You'll get back what you (and your friends) put into it.

Overall, if you have time to work with it, buy this program.

### Where

*TableMaster* is available from WinterTree Software; 6 Colbert Avenue #14; Maynard, MA 01754  
Phone: 508-897-2073, T-Th 1-8pm; Fr 1-5pm.

Internet: 73223.664@compuserve.com

GenCon price was \$30.00.

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## 'Zines and Things

--Clay Bush

### Kfan Uzangou

**CRB:** Roger Myhre wrote me that he is not going to distribute a sixth issue of his Vargr newsletter. He was looking at going to a hypertext distribution system, and now has set up a HIWG web page instead.

### Gaming & Education

by David Milians

This is a fanzine on gaming in educational settings. It publishes reviews of games seen and tested in classrooms.

David Milians

Paideia School

1509 Ponce de Leon Avenue

Atlanta, GA 30307

Internet: dragon@netcom.com

### Meshan Saga

by Martin Rait

We have received permission from GDW for a New Zealand based Fanzine. This was asked for so that we could publish our views and those of non-members of HIWG as wanted. It is designed to support **Traveller** in New Zealand.

It will support our Meshan Sector work plus other developments. Contributions of all descriptions will be accepted subject to how much it may breach someone's copyright. We can make limited reference to GDW Traveller material, except using artwork.

Contact us for information, or to supply us with ideas.

We will accept contributions from internet email if it's easier for you.

The original concept was Richard Fields. I will be acting as editor. The fanzine is non-profit, in fact is photocopying cost & postage.

We are keen to see international distribution. So far we intend to send free copies to GDW (for obvious reasons), Clay Bush, Grant Sinclair (for Aussies supplying NZ with Starburst), Roger Myhre (since we couldn't supply articles to KU).

We are interested in hearing from anyone who'd like to receive our fanzine.

Advertising - Free

Mail order companies and fanzines, etc., may advertise in our fanzine for free.

We want to be as informative as possible to our readers, especially in NZ.

Information on ftp or Web sites for **Traveller** is also

wanted, since a number of NZers are on net but don't know where things are.

Fanzine Name: The Meshan Saga

Editor: Martin Rait

Publisher: Future System Publishing

Concept Director: Richard Fields

Status: Official GDW permission (non-profit)

Email contact: rait\_m@kosmos.wcc.govt.nz

Mail contact: Future Systems; PO Box 27-025;

Wellington; NEW ZEALAND

Subscription cost: to be determined

ET-Sets #4

by Clay Bush

This is a fanzine from the United Kingdom which I received unsolicited. This issue is titled "Xenosphere" and has a theme of defining what alien life forms will look like. There are a lot of different species discussed, with drawings and anatomical drawings.

Quality is photocopied, double-sided pages. It was all legible, and the quantity of material to a page was good.

There was no information on subscribing, but inside the front cover it said: "This is a shareware magazine. Any non ET-Sets member may photocopy the magazine, but should send 50 pence to 56 Meadow Croft, Barco, Penrith, Cumbria, CA11 8EH to help cover the production costs." The project manager's name is Anthony Bartram.

In all, there were 16 pages.

## HIWG Programs

by Clay Bush

On the back page is a world description done by a little Lotus 1-2-3 spreadsheet I did. A friend saw a sheet, and asked why I wasn't distributing it.

So I've put it in the GENie library.

Reviewing the programs on my hard drive, most were worked up during MegaTraveller. I have deleted three shareware programs that were never finished by their authors. Then I moved MegaTraveller ship design stuff to a dead-letter MegaTraveller directory.

That left me with two random word generators: Language by Grant Sinclair and TrWords by Leroy Guatney. (The second is *currently* being developed as shareware.) To these I add add my WorldGen spreadsheet, and (as shareware) my TableMaster Traveller files: NatureOfCargo and AnimalEncounters.

I would like to hear from others who've written programs to fill particular needs. We must have more than four TNE programs in use.

# Build A Habitable World Spreadsheet

By Clay Bush, from GDW's World Builder's Handbook

(Manually rolling the values to the right permits recreating a world's sheet:

(Just re-enter the original values.)

## UWP Section

World name: Towering	Eccentricity: 0.020	2d6: 11
Location: Ershur 0501	AxialTilt: 20 degrees	1d6: 2
Starport: A		2d6: 6
Size: 6		1d6: 1
Atmos: 5	StellarMass: 0.96	2d6-2: 2
Hydro: 4	Luminosity: 0.93	4d6: 22
Population: 8	OrbitalFactor: 374.025	2d6: 5
Government: 5	EnergyAbs: 0.82	1d10: 5
Law level: 4	Greenhouse: 1.05	1d6: 3
TechLevel: 12		1d6: 6
Bases: --	OrbitNo: 3	1d20: 10
TravelZone: -	AUs: 1	1d6: 1
PopMult: 3	Orbit in Days: 372.73 days	1d6: 6
Belts: 0		
Gas: 0	Rotation: 23.0 hours	
Allegiance: --	BaseTemp: 299.5 Kelvin	
Primary: G4 V	BaseTemp: 26.5 Celsius	
Secondary:		
WorldDensity: High		
WorldGravity: 1.60		
Jump/throw: 0.8		
Horizon: 4.4 km		
Hex Width : 840 km		
HexArea: 611068 km3		

	Hour	Max
Day	0.6	449.2
Night	-3	299.8

Hex	Base	Max	Min
Row	Temp	Temp	Temp
1	44.5	52.0	9.5
2	38.5	46.0	3.5
3	32.5	40.0	-2.5
4	26.5	34.0	-8.5
5	20.5	31.0	-19.5
6	14.5	28.0	-30.5
7	8.5	25.0	-41.5
8	2.5	22.0	-52.5
9	-3.5	16.0	-58.5
10	-9.5	10.0	-64.5
11	-15.5	4.0	-70.5

## MAPPING

#TectonicPlates: 5 (WTH, p88)  
 #WaterHexes: 200  
 #LandHexes: 300

1d6-1 major oceans  
 3d6-3 minor oceans  
 3d6-3 small seas, 2d6 scattered lakes

## ATMOSPHERE (optional)

Free oxygen: 16 %

MinMolecularWt: 10 molecular weight

ConstituentGas: Helium (He) is lightest gas that may be present.

## BALKANIZED WORLD BREAKDOWN

Unitary government.